# Daniele Caschili



## Experience

**Present -** **Unreal game programmer**, *Milestone*, Milano
**11/2020** Development of arcade racing games (Hot Wheels Unleashed and Hot Wheels Unleashed 2) for consoles and PC. I mainly worked on game systems and UI.

**11/2020 -** **Unity programmer**, *Rortos*, Verona
**02/2020** Development and support of a flight simulator for mobile devices.

## Computer skills

- C++
- OpenGL
- Perforce
- C#
- Renderdoc
- Unreal Engine
- GLSL
- Git
- Unity

## Education

**2019–2020** **Master's degree**, *University of Verona*
Game development master

**2017–2019** **Master's degree**, *Politecnico di Torino*
Computer Engineering (English)

**2013–2017** **Bachelor's degree**, *University of Cagliari*
Electrical and Electronic Engineering

## Master thesis

**Master's Degree** *Optimization of CNN-Based Object Detection Algorithms for Embedded Systems*

**Triennale** *Implementation of an Image Search Engine on the Android Operating System using the OpenCV Library.*

## Languages

**Italian** Native speaker
**English** Professional working proficiency

## Personal projects

- Snake clone built with Unreal Engine 5.
  Main features: stylized grass rendering + bending, Niagara ribbon.
- Rendering engine in C++ and OpenGL: forward rendering, shadowmaps, environment map.
- [Master Game Dev] Rendering engine (DX11): textures, lighting, shadows, post-rocessing effect. Group project.
- [Master Game Dev] Mobile game, real time strategy in Unity. Group project.